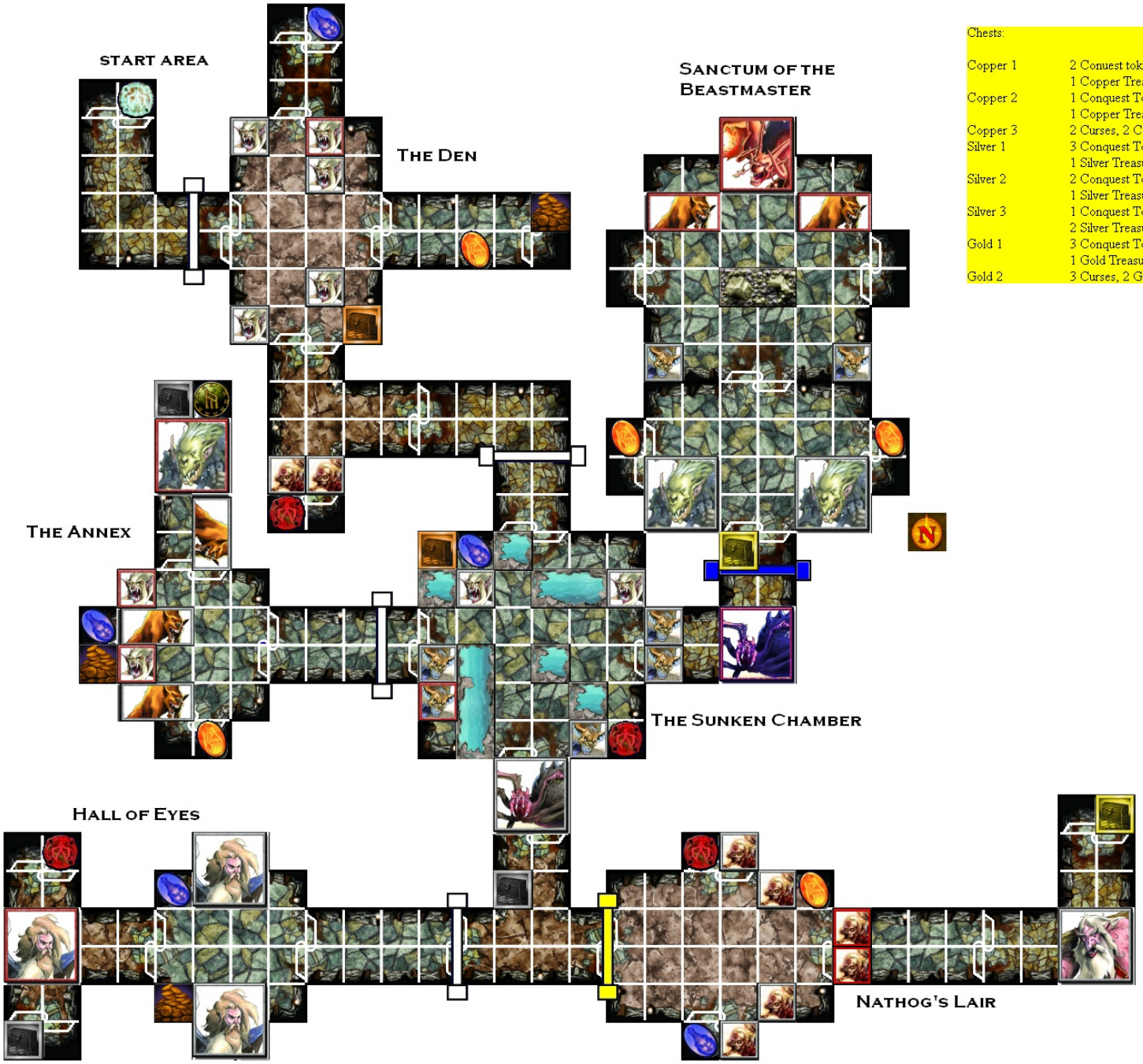

Chests:	
Copper 1	2 Conuest tokens, 1 Curse, 1 Copper Treasure
Copper 2	1 Conquest Token, 100 coins, 1 Copper Treasure
Copper 3	2 Curses, 2 Copper Treasures
Silver 1	3 Conquest Tokens, 1 Curse, 1 Silver Treasure
Silver 2	2 Conquest Tokens, 200 Coins, 1 Silver Treasure
Silver 3	1 Conquest Token, 2 Curses, 2 Silver Treasures
Gold 1	3 Conquest Tokens, 1 Curse, 1 Gold Treasure
Gold 2	3 Curses, 2 Gold Treasure

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The Beastmaster

By Jason Newell

Scenario Background

The eclipse that has shrouded the land has made more than the astronomers take notice. This is not a natural phenomena, as it has now held the land in darkness for three days. The King himself has expressed his concern by sending for your humble party of adventurers to get to the root of the problem. After conferring with sages, wise men, priests and astronomers, the king now tells you of the cause behind this ominous darkness.

"We are now living in dangerous times," the King says. "It seems that the forces of darkness have succeeded in releasing the dark lord Thanaos the Black from his frozen prison. It is he who has plunged our land into darkness, working his evil magics. Very soon he will awken his demonic armies and a new age ofdeath and destruction will overrun this land. We cannot allow this to happen, yet we cannot move against him openly. His followers have been too thorough in their plans, and Thanaos is now well protected from a direct assault by a magical barrier. However there is a weak point in this defence..."

The king takes a deep breath before continuing, seemingly troubled by what he is about to say. "The ritual used to create this barrier relies on the magical essence of Thanaos' four demonic generals; Raoth the Beastmaster, Golgon the Burning One, Azatoth the Earthborn, and Hellevok the Deathwalker. These demons are situated in cursed temples at the cardinal points in the lands surroundind Thanaos' fortress. If these demons are destroyed, then the barrier will weaken and fail.."

Suddenly you realise why the king was so troubled. He sees your expressions and nods his head.

"I know that I am asking alot from you, but we need you brave adventurers to infiltrate these temples and vanquish these demons, so that we may defeat Thanaos and bring an end to thisdarkness."

He places a map in your hands. "Your first target must be Raoth, the Beastmaster. Destroy him and we will have made the first strike against Thanaos' power."

Mission Goals

Travelling through broken and wasted lands, you find the entrance to Raoth's temple at the base of a huge rotted tree.Your goals are to infiltrate the temple and kill Raoth. If you re able to reactivate some of the ancient glyphs of transport, all the better. You begin with 5 conquest tokens, and if you lose all conquest tokens, then Raoth, and ultimately Thanaos, will have triumphed over you.

The Den

The room is strewn with bones and half chewed gides of numerous creatures. The charnel smell of this place assaults your noses, and following after is a low growl as the inhabitans move to greet their guests.

The Sunken Chamber

The passage slopes down into the main chamber. Noxious pools of stagnant water cover the floor. The air is heavy with moiture, and breathing this fetid reek leaves a foul taste in your mouths. The frenzied fluttering of wings in the blackness above is your only warning before the denizens of this chamber strike.

The Annex

Blackened iron chains are driven into the walls of this room, clearly for housing the hellhounds of Raoth. There are still several hounds present in this chamber , and their beastman keepers signal them to attack

The Hall Of Eyes

Black velvet draperies cover the walls of this room, each drape adorned with numerous crimson eyes. The eyes seem not to be fixed onto the cloth, but somehow float within it. Their blurred gaze makes you dizzy and disoriented if you gaze upon them too long. Three winged, leonine shape regard you with amusement as you enter, and chuckle quietly to each other as they close in.

Nathog's Lair

Bones, all gnawed upon, lie in piles in the corners of this room. An assortment of cleavers, knives and other eating utensile hang from the walls, uncomfortably similar to the tools one would find in a torture chamber. A booming voice echoes from an antechamber.

"Ah, fresh meat! Master Raoth always looks after his loyal Nathog. Tremble puny morsels, your fear will make you all the sweeter. A fitting meal for Nathog The Fat!"

Nathog is a normal Giant, except that he has an extra 12 wounds and a speed of 2. If the party kills Nathog they recieve 3 Conquest tokens.

If the heroes defeat Nathog:

Searching the blubberous corpse of Nathog, you find in a bag of assorted fried fingers and hands. Amongst them is a Blue Rune Key.

Sanctum of the Beastmaster

As the Rune Door to this chamber slides open, a heavy black smoke winds around your feet. Inside, the chamber seems to be carved in the likeness of a giant ribcace, as if you were passing into the gullet of some great beast. A statue rises up in the second chamber, depicting a regal looking man surrounded by four great demons, all reaching in supplication

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for him. A hate filled voice booms out from behind the edifice.
"Defilers and assassins! You would dare to undermine the power of Lord Thanaos? We shall feast upon your flesh and your bones will hang from my standard!"
There is an unearthly roar as Raoth, the Beastmaster, charges to meet you.

Raoth is a master demon, use those stats, but he also has an extra 8 wounds, an armour value of 7 and the Command ability.

If the heroes defeat Raoth:

Raoth's howls of rage transform into howls of fear.
"No! My master! I have failed you! Brothers... avenge me...!"
Raoth's body rapidly rots where it fell, hide and flesh putrifying and melting off the bones, then the bones crumbling into dust. when the skull finally collapses, a bolt of intense red energy bursts upwards through the ceiling of the temple. One part of Thanaos' barrier has fallen, but you know that the three that remain will be all the more difficult to thwart.

The party receive 4 conquest tokens for defeating Raoth and have finished their quest.

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